



Training Manual

© 2002, 2003 Shuffle Master, Inc.

First Printing

All Rights Reserved

Printed in the United States of America

No part of this publication may be reproduced or distributed in any form or by any means, without the prior written permission of Shuffle Master, Inc.

Shuffle Master, Inc.
1106 Palms Airport Drive
Las Vegas, NV 89119

CONTENTS

RULES AND DEALING PROCEDURES

High Five Poker Table	1
Overview of the Rules	2
Dealing Procedures	3
Alternate Dealing Procedures	4
Irregularities in Dealing Procedures	5

TABLE LAYOUT GOES HERE

Overview of the Rules

Introduction

High Five Poker uses a standard 52-card deck. Players wager against the dealer's hand, and at the same time, wager that their hand will qualify for bonus payouts. While players and the dealer each start their hand with five cards, players that stay in the game receive an extra card. When the game goes to a showdown, players have six cards while the dealer has five.

Ranking of Hands

Traditional poker-hand rankings apply:

ROYAL FLUSH
STRAIGHT FLUSH
FOUR OF A KIND
FULL HOUSE
FLUSH
STRAIGHT
THREE OF A KIND
TWO PAIR
PAIR
HIGH CARD

Note: Ace is high except in 5-4-3-2-Ace sequence.

Game Play

To begin a round of High Five Poker, players must make equal wagers on both the ANTE and SUPER BONUS spots. Players then receive five cards face down, as does the dealer. After inspecting their cards, players have two choices: 1) Fold and surrender their ANTE and SUPER BONUS wagers; or 2) Stay in the game by making the PLAY bet. The PLAY bet must equal the ANTE. When players stay in the game, they receive a sixth card. Players use six cards to make their best five-card hand.

If players, after receiving their sixth card, have at least a pair of 4s, they qualify. When they qualify, they may compete against the dealer's hand. When they don't qualify, they lose their ANTE, SUPER BONUS and PLAY bets.

Reconciling PLAY and ANTE bets

Players win even money on the PLAY and ANTE bets when their qualifying hand beats the dealer. **Players qualify with a pair of 4s.** In the event of a tie, the PLAY and ANTE bets push.

Players lose the PLAY and ANTE bets when: 1) Their final hand is less than a pair of 4s; or 2) Their qualifying hand loses to the dealer.

Reconciling the SUPER BONUS

Players win the SUPER BONUS when they have two pair or better. See table layout for odds. However, the SUPER BONUS does not automatically lose if the player fails to get two pair or better. The SUPER BONUS pushes when the player's qualifying hand of less than two pair beats the dealer's hand.

SUPER BONUS winners are always paid, even if the dealer's hand beats the player's hand.

Dealing Procedures

Dealing procedures vary by jurisdiction. Please refer to the appropriate gaming agency for regulations specific to your jurisdiction. It is recommended that casinos deal High Five Poker with an automatic card shuffler, such as Shuffle Master's ACE[®]. Select one of the following modes on the ACE shuffler: *High Five Poker*, *Bahama Bonus* or *Caribbean Stud*. All are programmed to dispense five-card hands.

1. Each player makes an ANTE and a SUPER BONUS wager in equal amounts, according to posted table limits:
 - a. At the casino's discretion, a player may place wagers at more than one betting position during a round of play.
2. Each player and the dealer receive five cards face down. The dealer delivers the hands from his left to right. The dealer should give himself five cards face down.
 - a. From an ACE shuffler: The ACE will dispense five-card hands. Deal one hand face-down to each player and one face-down to yourself.
 - b. Press the green button on the ACE to dispense the remaining cards. These are used when the player takes an extra card.
3. After examining their cards, players have the option to either make a PLAY wager or forfeit the ANTE and SUPER BONUS wagers by folding. If players make the PLAY wager it must be equal to the ANTE.
4. After each player has either placed a PLAY wager on the PLAY spot or folded, the dealer collects all forfeited wagers and cards.
5. The dealer then gives one card to each player that makes a PLAY wager. This card is dealt face-down to each player, who immediately inspects it.
6. If players have less than a pair of 4s, they do not qualify. They must fold their hands and forfeit all wagers. The dealer collects the wagers and cards of those players that didn't qualify.
7. The dealer will turn over his five cards and arrange his hand.
8. Moving right to left, the dealer will reconcile the hands of the players with qualifying

hands. The dealer will pay and/or take from the back forwards, reconciling the PLAY wager first, the ANTE second, and the SUPER BONUS wager last. The dealer will lay and pay, or pick and pay, depending on casino procedures.

Alternate Dealing Procedures

Use these procedures in markets that don't allow the dealer to distribute "draw cards" by hand. Select the "special games" menu item on the Ace shuffler to select a custom setting that deals six cards from a 52-card deck. Contact a Shuffle Master service technician for assistance.

1. Each player makes an ANTE and a SUPER BONUS wager in equal amounts, according to posted table limits.
 - a. At the casino's discretion, a player may place wagers at more than one betting position during a round of play.
2. From an ACE shuffler: The ACE will dispense six-card hands. The dealer gives six cards to each player—the top card is placed into the Extra Card box. For his own cards, the dealer will place six cards in front of the chip tray and discard the bottom card. The remaining five cards play.
3. Press the green button on the ACE to dispense the remaining cards and shuffle the other deck.
4. After examining their cards, players may fold or make the PLAY wager. When players fold, they forfeit the ANTE and SUPER BONUS. If players make the PLAY wager, it must equal the ANTE.
5. After each player has either placed a PLAY wager on the PLAY spot or folded, the dealer collects all forfeited wagers and cards.
6. If players have less than a pair of 4s, they do not qualify. They must fold their hands and forfeit all wagers. The dealer collects the wagers and cards of those players that didn't qualify.
7. The dealer will turn over his five cards and arrange his hand.
8. Moving right to left, the dealer will reconcile the hands of the players with qualifying hands. The dealer will pay and/or take from the back forwards, reconciling the PLAY wager first, the ANTE second, and the SUPER BONUS wager last. The dealer will lay and pay, or pick and pay, depending on casino procedures.

Irregularities in Dealing Procedures

1. Incorrect number of cards in player's/dealer's hand.

If any player or the dealer is dealt an incorrect number of cards, all hands are void and the cards reshuffled.

2. Card shuffler malfunction.

1. Refer to the trouble shooting guide on the back of the shuffler, or;

2. If the shuffler has continually malfunctioned, replace it as follows:

1. Turn off the shuffler.
2. Unplug the power cord.
3. Replace the shuffler with the backup shuffler.
4. Plug in the power cord.
5. Turn the shuffler on.
6. CALL SHUFFLE MASTER to service the shuffler.
7. Resume play.

OR

3. Follow specific procedures approved by your local regulatory body.

©2002 Shuffle Master, Inc.
Patent Pending By: TCS
Layout Manufactured By: TCS



Super Bonus

Four of a Kind	200 to 1
Full House	50 to 1
Flush	5 to 1
Three of a Kind	5 to 1
Two Pair	3 to 1

Players qualify with pair of 4s making Play bet
Players receive extra card when making Play bet

Extra Card

Ante = Super Bonus

Four of a Kind	200 to 1
Full House	50 to 1
Flush	5 to 1
Three of a Kind	5 to 1
Two Pair	3 to 1
One Pair	1 to 1

Extra Card

Ante = Super Bonus

Four of a Kind	200 to 1
Full House	50 to 1
Flush	5 to 1
Three of a Kind	5 to 1
Two Pair	3 to 1
One Pair	1 to 1

Extra Card

Ante = Super Bonus

Four of a Kind	200 to 1
Full House	50 to 1
Flush	5 to 1
Three of a Kind	5 to 1
Two Pair	3 to 1
One Pair	1 to 1

Extra Card

Ante = Super Bonus

Four of a Kind	200 to 1
Full House	50 to 1
Flush	5 to 1
Three of a Kind	5 to 1
Two Pair	3 to 1
One Pair	1 to 1

Extra Card

Ante = Super Bonus

Four of a Kind	200 to 1
Full House	50 to 1
Flush	5 to 1
Three of a Kind	5 to 1
Two Pair	3 to 1
One Pair	1 to 1

Extra Card

Ante = Super Bonus

Four of a Kind	200 to 1
Full House	50 to 1
Flush	5 to 1
Three of a Kind	5 to 1
Two Pair	3 to 1
One Pair	1 to 1

ayers qualify v
eive extra card



=



Super Bonus

.....	
Royal Flush.....	200 to 1
Straight Flush.....	50 to 1
Four of a Kind.....	20 to 1
Full House.....	7 to 1
Flush.....	5 to 1
Straight.....	4 to 1
Three of a Kind.....	3 to 1
Two Pair.....	1 to 1

Super Bonus pushes on
all other winning hands



High Five Poker gives players a perceived advantage against the house: They get six cards while the dealer gets five. High Five Poker also offers players Super Bonus payouts—up to 500 to 1—for premium hands.

The Game: Players make equivalent bets on the Ante and Super Bonus spots, and then receive five cards. Players have two options: 1) Fold and surrender their Ante and Super Bonus bets; or 2) Stay in the game by making a Play bet equal to the Ante. When players stay in the game, they receive an extra card to help improve their hand. The dealer always plays his original five-card hand.

Winning and Losing: Players win even money on the Play and Ante bets when their qualifying hand beats the dealer. Players qualify with a pair of 4s. Players lose their Play and Ante bets when 1) They don't qualify; or 2) The dealer wins.

Super Bonus: The Super Bonus wins when the player's final hand is two pair or better. Failure to get two pair, however, does not result in an automatic loss. The Super Bonus pushes when the player's qualifying hand is less than two pair but still beats the dealer.

Super Bonus winners are always paid, even if the player's hand loses.

A suggested Super Bonus payable is below:

Royal Flush	500 to 1
Straight Flush	50 to 1
Four of a Kind	30 to 1
Full House	8 to 1
Flush	6 to 1
Straight	4 to 1
Three of a Kind	3 to 1
Two Pair	1 to 1

High Five Poker™ Super Bonus Paytables

HFP-01	
ROYAL FLUSH	500 to 1
STRAIGHT FLUSH	50 to 1
FOUR OF A KIND	30 to 1
FULL HOUSE	8 to 1
FLUSH	6 to 1
STRAIGHT	4 to 1
THREE OF A KIND	3 to 1
TWO PAIR	1 to 1

HFP-02	
ROYAL FLUSH	500 to 1
STRAIGHT FLUSH	50 to 1
FOUR OF A KIND	20 to 1
FULL HOUSE	7 to 1
FLUSH	6 to 1
STRAIGHT	4 to 1
THREE OF A KIND	3 to 1
TWO PAIR	1 to 1

HFP-03	
ROYAL FLUSH	500 to 1
STRAIGHT FLUSH	50 to 1
FOUR OF A KIND	20 to 1
FULL HOUSE	7 to 1
FLUSH	5 to 1
STRAIGHT	4 to 1
THREE OF A KIND	3 to 1
TWO PAIR	1 to 1

HFP-04	
ROYAL FLUSH	500 to 1
STRAIGHT FLUSH	50 to 1
FOUR OF A KIND	20 to 1
FULL HOUSE	6 to 1
FLUSH	5 to 1
STRAIGHT	4 to 1
THREE OF A KIND	3 to 1
TWO PAIR	1 to 1

HFP-05	
ROYAL FLUSH	200 to 1
STRAIGHT FLUSH	50 to 1
FOUR OF A KIND	30 to 1
FULL HOUSE	8 to 1
FLUSH	6 to 1
STRAIGHT	4 to 1
THREE OF A KIND	3 to 1
TWO PAIR	1 to 1

HFP-06	
ROYAL FLUSH	200 to 1
STRAIGHT FLUSH	50 to 1
FOUR OF A KIND	20 to 1
FULL HOUSE	8 to 1
FLUSH	6 to 1
STRAIGHT	4 to 1
THREE OF A KIND	3 to 1
TWO PAIR	1 to 1

HFP-07	
ROYAL FLUSH	200 to 1
STRAIGHT FLUSH	50 to 1
FOUR OF A KIND	20 to 1
FULL HOUSE	7 to 1
FLUSH	5 to 1
STRAIGHT	4 to 1
THREE OF A KIND	3 to 1
TWO PAIR	1 to 1

HFP-08	
ROYAL FLUSH	200 to 1
STRAIGHT FLUSH	50 to 1
FOUR OF A KIND	20 to 1
FULL HOUSE	6 to 1
FLUSH	5 to 1
STRAIGHT	4 to 1
THREE OF A KIND	3 to 1
TWO PAIR	1 to 1